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IEEE STD IEEE Standard

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1 [Status report of the graphic standards planning committee](#)

Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3**Publisher:** ACM PressFull text available: [pdf\(15.01 MB\)](#)Additional Information: [full citation](#), [references](#), [citing](#)**2** [Real-time shading](#)

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randy Rost

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAI '04****Publisher:** ACM PressFull text available: [pdf\(7.39 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Real-time procedural shading was once seen as a distant dream. When the first version of the course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabilities ...

3 [Crowd and group animation](#)


Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAI '04****Publisher:** ACM PressFull text available: [pdf\(20.19 MB\)](#)Additional Information: [full citation](#), [abstract](#)

MB)

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion force copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE software ...

4 Integrating pointer variables into one-way constraint models

 Brad Vander Zanden, Brad A. Myers, Dario A. Giuse, Pedro Szekely
June 1994 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 1 Issue 1
Publisher: ACM Press

Full text available:  [pdf\(3.71 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citation index terms](#)

Pointer variables have long been considered useful for constructing and manipulating data structures in traditional programming languages. This article discusses how pointer variables can be integrated into one-way constraint models and indicates how these constraints can be usefully employed in user interfaces. Pointer variables allow constraints to model a wide range of dynamic application behavior, simplify the implementation of structured objects and demonstrational systems, and improve ...

Keywords: Garnet, constraints, development tools, incremental algorithms

5 Constraint-based tools for building user interfaces

 Alan Borning, Robert Duisberg
October 1986 **ACM Transactions on Graphics (TOG)**, Volume 5 Issue 4
Publisher: ACM Press

Full text available:  [pdf\(2.31 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citation index terms](#)

A constraint describes a relation that must be maintained. Constraints provide a useful mechanism to aid in the construction of interactive graphical user interfaces. They can be used to maintain consistency between data and a view of the data, to maintain consistency among multiple views, to specify layout, and to specify relations between events and responses for describing animations of interactive systems and event-driven simulations. Object-oriented techniques for constraint representation ...

6 XSQ: A streaming XPath engine

 Feng Peng, Sudarshan S. Chawathe
June 2005 **ACM Transactions on Database Systems (TODS)**, Volume 30 Issue 2
Publisher: ACM Press

Full text available:  [pdf\(1.37 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We have implemented and released the XSQ system for evaluating XPath queries on streaming XML data. XSQ supports XPath features such as multiple predicates, closures,

aggregation, which pose interesting challenges for streaming evaluation. Our implementation is based on using a hierarchical arrangement of augmented finite state automata. A design goal of XSQ is buffering data for the least amount of time possible. We present a detailed experimental study that characterizes the performance of ...

Keywords: XPath, streaming processing

7 Active database systems



Norman W. Paton, Oscar Díaz

March 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 1

Publisher: ACM Press

Full text available: pdf(2.68 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citation index terms](#), [review](#)

Active database systems support mechanisms that enable them to respond automatically to events that are taking place either inside or outside the database system itself. Considerable effort has been directed towards improving understanding of such systems in recent years and many different proposals have been made and applications suggested. This high level activity has not yielded a single agreed-upon standard approach to the integration of active functionality with conventional databases ...

Keywords: active databases, events, object-oriented databases, relational databases

8 Path sharing and predicate evaluation for high-performance XML filtering



Yanlei Diao, Mehmet Altinel, Michael J. Franklin, Hao Zhang, Peter Fischer

December 2003 **ACM Transactions on Database Systems (TODS)**, Volume 28 Issue 4

Publisher: ACM Press

Full text available: pdf(543.40 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citation index terms](#)

XML filtering systems aim to provide fast, on-the-fly matching of XML-encoded data to large numbers of query specifications containing constraints on both structure and content. It is now well accepted that approaches using event-based parsing and Finite State Machines (FSMs) can provide the basis for highly scalable structure-oriented XML filtering systems. The XFilter system [Altinel and Franklin 2000] was the first published FSM-based XML filtering approach. XFilter used a separate FSM per path ...

Keywords: Nondeterministic Finite Automaton, XML filtering, content-based matching, nested path expressions, path sharing, predicate evaluation, structure matching

9 TinyDB: an acquisitional query processing system for sensor networks



Samuel R. Madden, Michael J. Franklin, Joseph M. Hellerstein, Wei Hong

March 2005 **ACM Transactions on Database Systems (TODS)**, Volume 30 Issue 1

Publisher: ACM Press

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Full text available:  [pdf\(1.67 MB\)](#) [terms](#)

We discuss the design of an acquisitional query processor for data collection in sensor networks. Acquisitional issues are those that pertain to where, when, and how often data is physically acquired (*sampled*) and delivered to query processing operators. By focusing on locations and costs of acquiring data, we are able to significantly reduce power consumption over traditional passive systems that assume the a priori existence of data. We discuss extensions to SQL for controlling ...

Keywords: Query processing, data acquisition, sensor networks


10 Human-computer interface development: concepts and systems for its management



H. Rex Hartson, Deborah Hix

March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(7.97 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citation index terms](#), [review](#)

Human-computer interface management, from a computer science viewpoint, focuses on the process of developing quality human-computer interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural model representation, interactive tools, rapid prototyping, development methodologies, and control structures. *Dialogue independence* is the ...


11 External memory algorithms and data structures: dealing with massive data



Jeffrey Scott Vitter

June 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(828.46 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citation index terms](#)

Data sets in large applications are often too massive to fit completely inside the computer's internal memory. The resulting input/output communication (or I/O) between fast internal memory and slower external memory (such as disks) can be a major performance bottleneck. In this article we survey the state of the art in the design and analysis of external memory (EM) algorithms and data structures, where the goal is to exploit locality in order to reduce I/O costs. We consider a variety of ...


Keywords: B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external memory, hierarchical memory, multidimensional access methods, multilevel memory, online, out-of-core, secondary storage, sorting

12 WireGL: a scalable graphics system for clusters



Greg Humphreys, Matthew Eldridge, Ian Buck, Gordan Stoll, Matthew Everett, Pat Hanrahan
August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available:  [pdf\(333.39 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citation index terms](#)

We describe WireGL, a system for scalable interactive rendering on a cluster of workstations. WireGL provides the familiar OpenGL API to each node in a cluster, virtualizing multiple graphics accelerators into a sort-first parallel renderer with a parallel interface. We also describe techniques for reassembling an output image from a set of tiles distributed over the cluster. Using flexible display management, WireGL can drive a variety of output devices from standalone displays to tiled displays ...

Keywords: cluster rendering, parallel rendering, remote graphics, scalable rendering, tiled displays, virtual graphics

13 [Data sharing in group work](#)

 Irene Greif, Sunil Sarin
April 1987 **ACM Transactions on Information Systems (TOIS)**, Volume 5 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(2.14 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citation index terms](#), [review](#)

Data sharing is fundamental to computer-supported cooperative work: People share information through explicit communication channels and through their coordinated use of shared databases. This paper examines the data management requirements of group work applications on the basis of experience with three prototype systems and on observation from the literature. Database and object management technologies that support these requirements are briefly surveyed, and unresolved issues in the paradigm are discussed ...

14 [A study of source-level compiler algorithms for automatic construction of pre-execution code](#)

 Dongkeun Kim, Donald Yeung
August 2004 **ACM Transactions on Computer Systems (TOCS)**, Volume 22 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(1.55 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Pre-execution is a promising latency tolerance technique that uses one or more helper threads running in spare hardware contexts ahead of the main computation to trigger low-latency memory operations early, hence absorbing their latency on behalf of the main computation. This article investigates several source-to-source C compilers for extracting execution thread code automatically, thus relieving the programmer or hardware from the tedious task. We present an aggressive profile-driven compiler ...

Keywords: Data prefetching, memory-level parallelism, multithreading, pre-execution, prefetch conversion, program slicing, speculative loop parallelization


15 Dynamic task-based anycasting in mobile ad hoc networks

Prithwish Basu, Wang Ke, Thomas D. C. Little



October 2003 **Mobile Networks and Applications**, Volume 8 Issue 5**Publisher:** Kluwer Academic PublishersFull text available:  pdf(518.68 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Mobile ad hoc networks (MANETs) have received significant attention in the recent past due to the proliferation in the numbers of tetherless portable devices, and rapid growth in popularity of wireless networking. Most of the MANET research community has remained focused on developing lower layer mechanisms such as channel access and routing for making MANETs operational. However, little focus has been applied on higher layer issues such as application modeling in dynamic MANET environments. ...

Keywords: anycasting, device/service discovery, distributed application execution, mobile ad hoc networks, task graphs

16 Special section: Reasoning about structure, behavior and function B. Chandrasekaran, Rob MilneJuly 1985 **ACM SIGART Bulletin**, Issue 93**Publisher:** ACM PressFull text available:  pdf(5.13 MB) Additional Information: [full citation](#), [abstract](#), [references](#)

The last several years' of work in the area of knowledge-based systems has resulted in a deeper understanding of the potentials of the current generation of ideas, but more importantly, also about their limitations and the need for research both in a broader framework as well as in new directions. The following ideas seem to us to be worthy of mention in this connection.

17 Dissertation Abstracts in Computer Graphics January 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 1**Publisher:** ACM PressFull text available:  pdf(2.53 MB) Additional Information: [full citation](#)**18** A structural view of the Cedar programming environment Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. HagmannAugust 1986 **ACM Transactions on Programming Languages and Systems (TOPLAS)**
Volume 8 Issue 4**Publisher:** ACM PressFull text available:  pdf(6.32 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citation index terms](#)

This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language,

called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...

19 Software reuse



Charles W. Krueger

June 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 2

Publisher: ACM Press

Full text available: pdf(4.96 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citation index terms](#)

Software reuse is the process of creating software systems from existing software rather than building software systems from scratch. This simple yet powerful vision was introduced in 1968. Software reuse has, however, failed to become a standard software engineering practice. In an attempt to understand why, researchers have renewed their interest in software reuse and in the obstacles to implementing it. This paper surveys the different approaches to software reuse found in the ...

Keywords: abstraction, cognitive distance, software reuse

20 Expressing and optimizing sequence queries in database systems



Reza Sadri, Carlo Zaniolo, Amir Zarkesh, Jafar Adibi

June 2004 **ACM Transactions on Database Systems (TODS)**, Volume 29 Issue 2

Publisher: ACM Press

Full text available: pdf(427.23 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The need to search for complex and recurring patterns in database sequences is shared by many applications. In this paper, we investigate the design and optimization of a query language capable of expressing and supporting efficiently the search for complex sequence patterns in database systems. Thus, we first introduce SQL-TS, an extension of SQL to express these patterns, and then we study how to optimize the queries for this language by taking the optimal text search algorithm of Knuth, Morris ...

Keywords: Time series, query optimization, searching, sequences

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21 [Experimental evaluation of SUNOS IPC and TCP/IP protocol implementation](#)

Christos Papadopoulos, Gurudatta M. Parulkar

April 1993 **IEEE/ACM Transactions on Networking (TON)**, Volume 1 Issue 2**Publisher:** IEEE PressFull text available: [pdf\(1.75 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**22** [Technical reports](#)

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April 1981 **ACM SIGACT News**, Volume 13 Issue 2**Publisher:** ACM PressFull text available: [pdf\(2.64 MB\)](#) Additional Information: [full citation](#)**23** [BASE: Using abstraction to improve fault tolerance](#)

Miguel Castro, Rodrigo Rodrigues, Barbara Liskov

August 2003 **ACM Transactions on Computer Systems (TOCS)**, Volume 21 Issue 3**Publisher:** ACM PressFull text available: [pdf\(438.18 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Software errors are a major cause of outages and they are increasingly exploited in malicious attacks. Byzantine fault tolerance allows replicated systems to mask some software errors; it is expensive to deploy. This paper describes a replication technique, BASE, which uses abstraction to reduce the cost of Byzantine fault tolerance and to improve its ability to mask software errors. BASE reduces cost because it enables reuse of off-the-shelf service implementations. It improves availability ...

Keywords: Byzantine fault tolerance, N-version programming, asynchronous systems, proactive recovery, state machine replication


24 Feedback techniques for continuity and synchronization in multimedia information

retrieval

P. Venkat Rangan, Srinivas Ramanathan, Srihari Sampathkumar

April 1995 **ACM Transactions on Information Systems (TOIS)**, Volume 13 Issue 2

Publisher: ACM Press

Full text available:  pdf(2.07 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citation](#), [index terms](#)


Future advances in storage and networking technologies will make it feasible to build multimedia on-demand information servers capable of providing services similar to those neighborhood videotape rental store over metropolitan area networks. Such multimedia information servers must not only support retrieval of continuous media units (such as v frames and audio samples), but also preserve synchrony among playback of the different media components constituting a multimedia object. ...

Keywords: intermedia synchronization, intramedia continuity, multimedia, multimedia on-demand information services, synchronization

25 Verification: Model based estimation and verification of mobile device performance

Gopal Raghavan, Ari Salomaki, Raimondas Lencevicius September 2004 **Proceedings of the 4th ACM international conference on Embedded software EMSOFT '04**

Publisher: ACM Press

Full text available:  pdf(252.67 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Performance is an important quality attribute that needs to be planned and managed proactively. Abstract models of the system are not very useful if they do not produce reasonably accurate metrics. Detailed models are time consuming and expensive to build as well as to simulate. In order to strike a right balance, a framework is proposed in this paper that takes advantage of the flexibility of abstract modeling and intricacies of detailed modeling. Performance is modeled and verified per use case ...

Keywords: performance analysis, system level modeling, use case verification

26 Systems and prototypes: Java support for data-intensive systems: experiences building the telegraph dataflow system

Mehul A. Shah, Michael J. Franklin, Samuel Madden, Joseph M. Hellerstein December 2001 **ACM SIGMOD Record**, Volume 30 Issue 4

Publisher: ACM Press

Full text available:  pdf(1.38 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citation](#)

Database system designers have traditionally had trouble with the default services and interfaces provided by operating systems. In recent years, developers and enthusiasts have increasingly promoted Java as a serious platform for building data-intensive servers. Java provides a number of very helpful language features, as well as a full run-time environment reminiscent of a traditional operating system. This combination of features and community support raises the question of whether Java is better ...

27 Incentive-based modeling and inference of attacker intent, objectives, and strategies

 Peng Liu, Wanyu Zang, Meng Yu
February 2005 **ACM Transactions on Information and System Security (TISSEC)**, Volume 8 Issue 1

Publisher: ACM Press

Full text available:  pdf(963.16 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Although the ability to model and infer attacker intent, objectives, and strategies (AIOS) dramatically advances the literature of risk assessment, harm prediction, and predictive or proactive cyber defense, existing AIOS inference techniques are ad hoc and system or application specific. In this paper, we present a general incentive-based method to model AIOS and a game-theoretic approach to inferring AIOS. On one hand, we found that the concept of incentives can unify a large variety of attack ...

Keywords: Attacker intent and strategy modeling, attack strategy inference, game theory

28 TRIPS: A polymorphous architecture for exploiting ILP, TLP, and DLP

 Karthikeyan Sankaralingam, Ramadass Nagarajan, Haiming Liu, Changkyu Kim, Jaehyuk Hong, Nitya Ranganathan, Doug Burger, Stephen W. Keckler, Robert G. McDonald, Charles R. Moore
March 2004 **ACM Transactions on Architecture and Code Optimization (TACO)**, Volume 1 Issue 1

Publisher: ACM Press

Full text available:  pdf(832.30 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes the *polymorphous* TRIPS architecture that can be configured for different granularities and types of parallelism. The TRIPS architecture is the first in a class of post-RISC, dataflow-like instruction sets called explicit data-graph execution (EDGE). This EDGE ISA is coupled with hardware mechanisms that enable the processing cores and the on-chip memory system to be configured and combined in different modes for instruction, data, thread-level parallelism. To adapt ...

Keywords: Computer architecture, configurable computing, scalable and high-performance computing

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is run, it will **display** the number of jobs currently in the scheduler's **queue** The jobs displayed by the. showq command are taken from the workload trace ...

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-**Simultaneous** pushes from local development go to special trees which ... + * Only use **queue depth attribute** only after SLI HBA setup was + completed. ...

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Datenflussdiagramm DFEI **Depth** First End Index DFG Deutsche ...

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The system responds with a full-page **display**, such as the following: ... The **message application** procedure is illustrated in the following example. ...

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63 illustrates the Get the **Attribute** Names method in the **attribute** dictionary pattern ... It should be used as a thought **trigger** or as a completeness check. ...

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